

Fig. 1

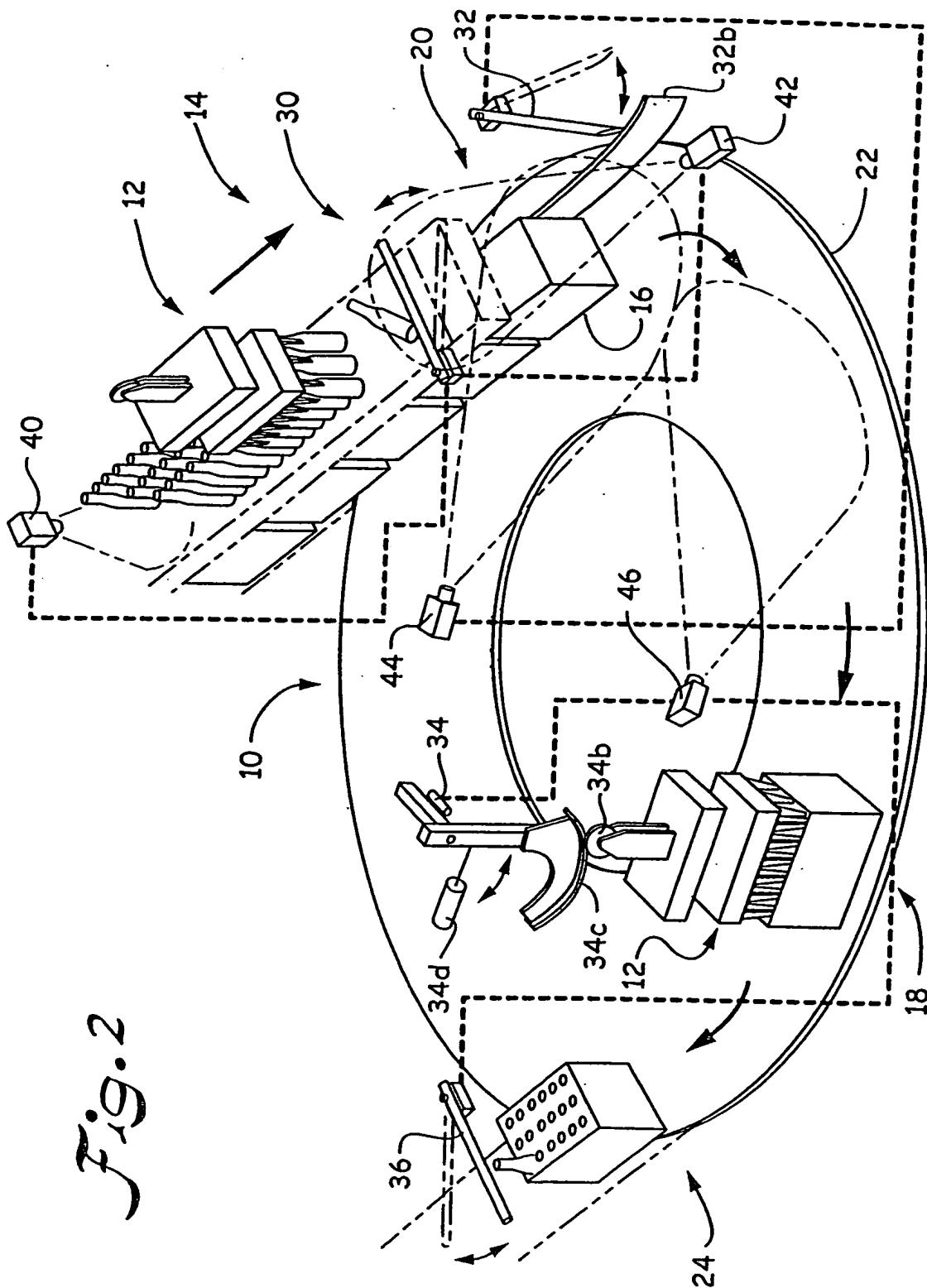


Fig. 2

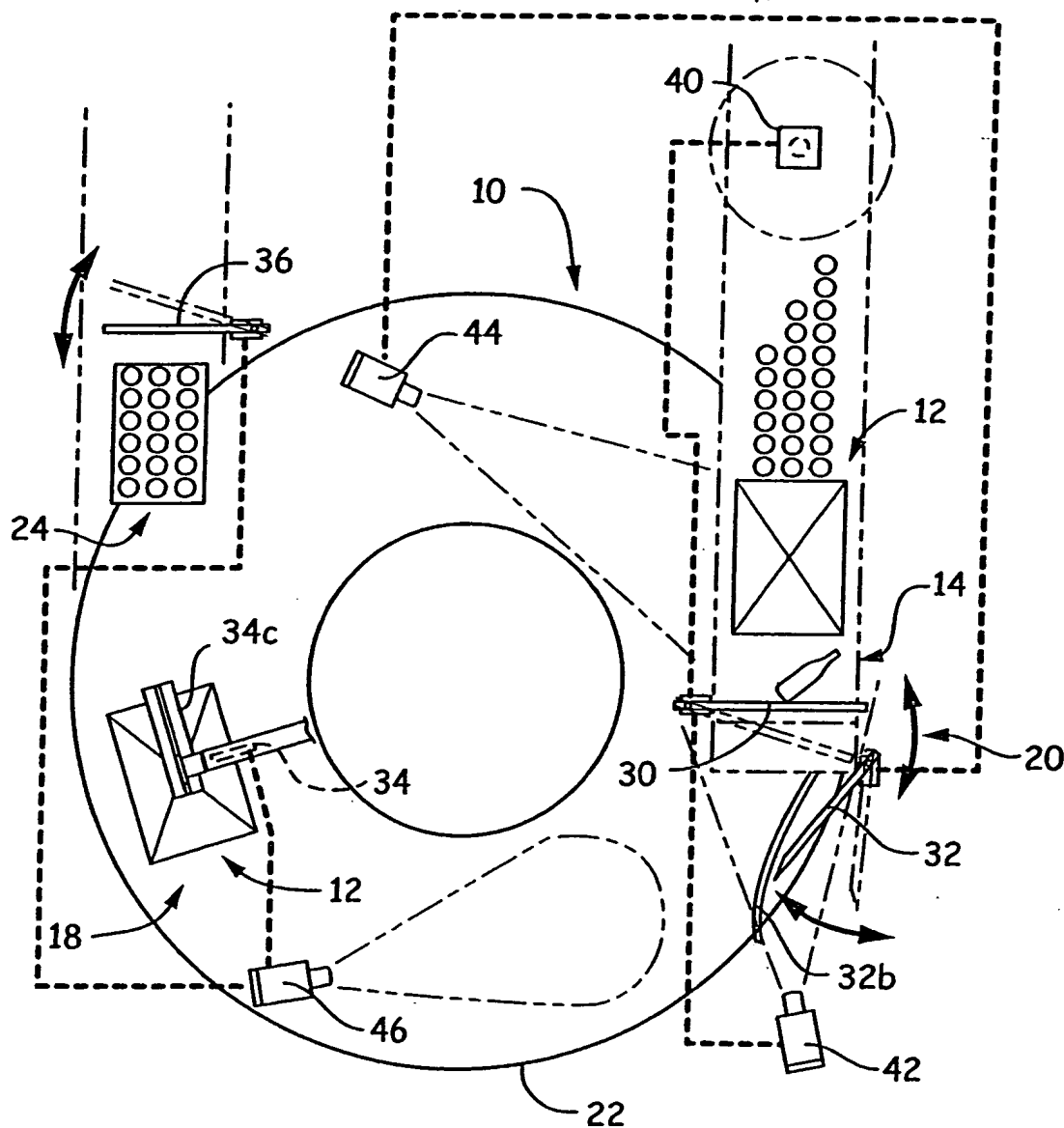


Fig. 3

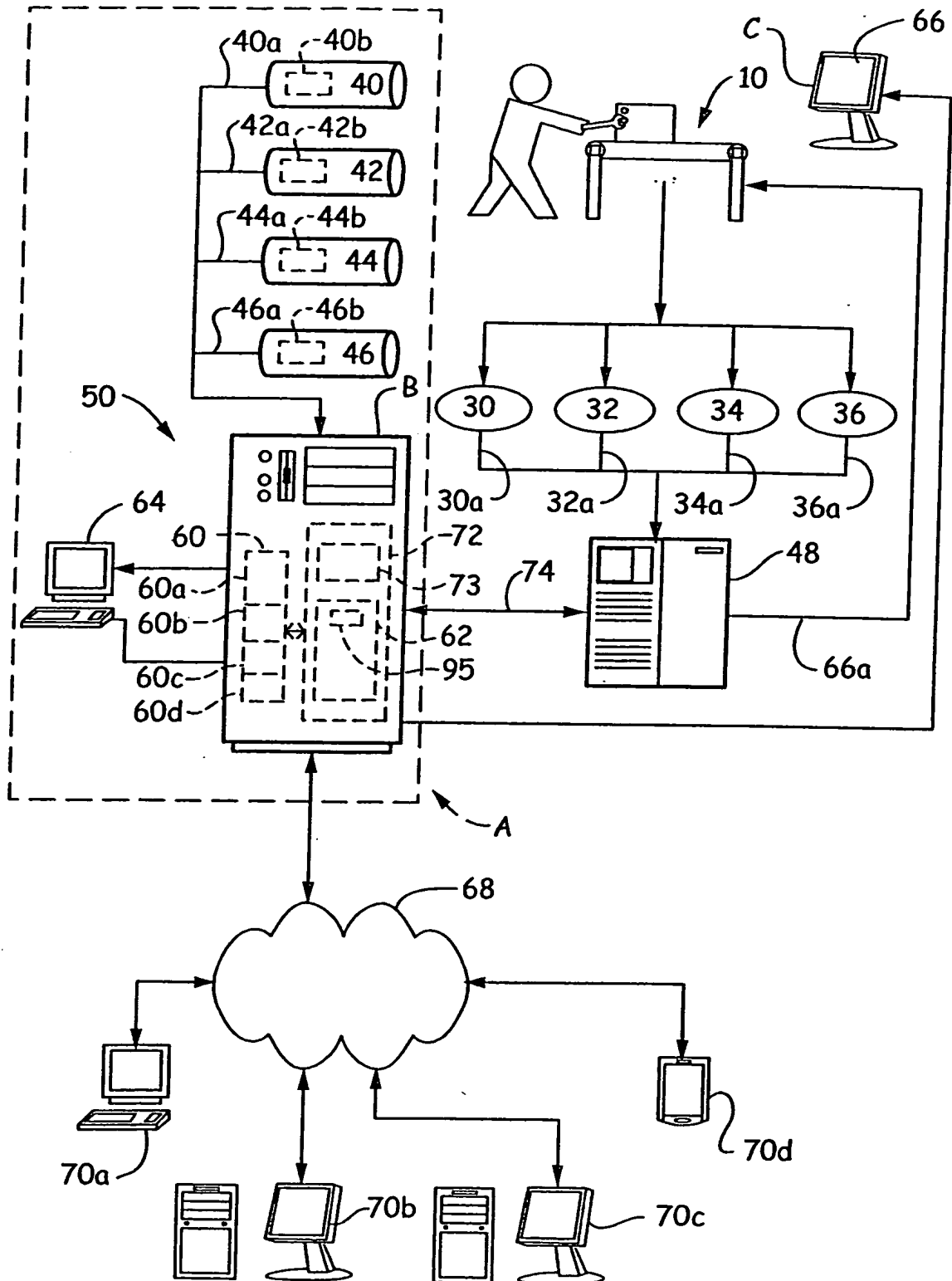


Fig. 4

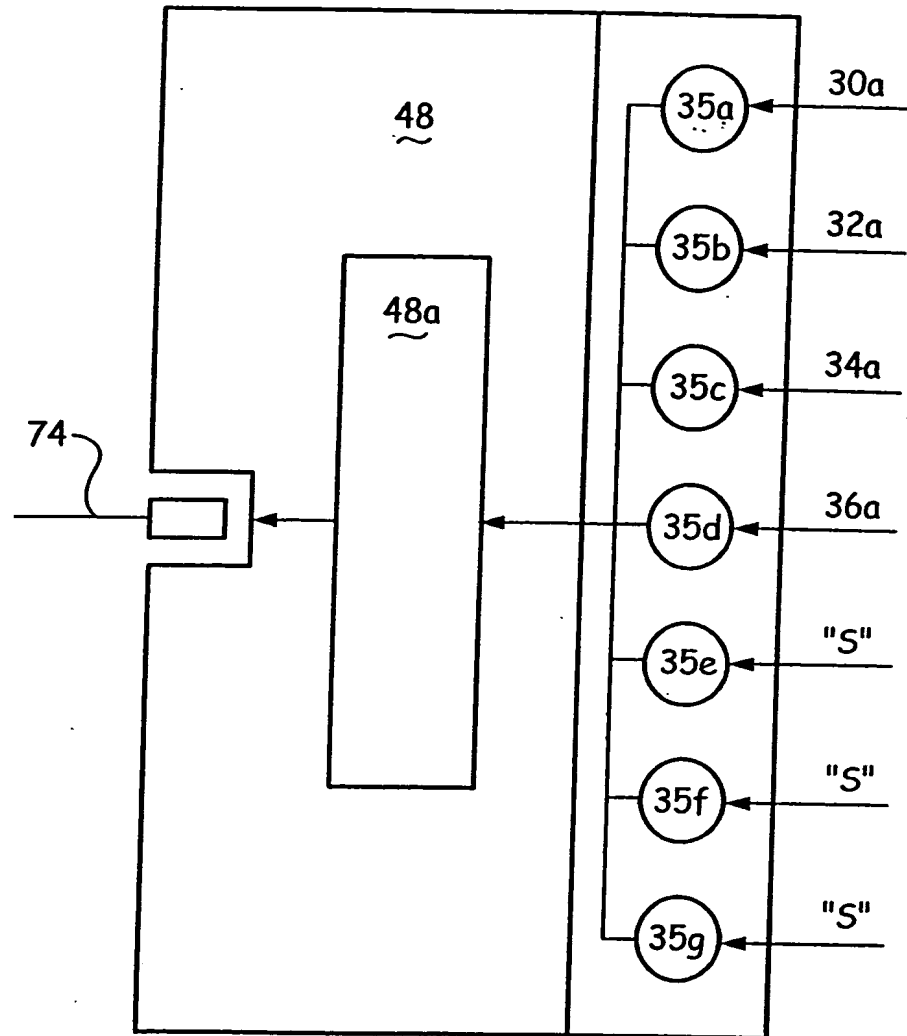
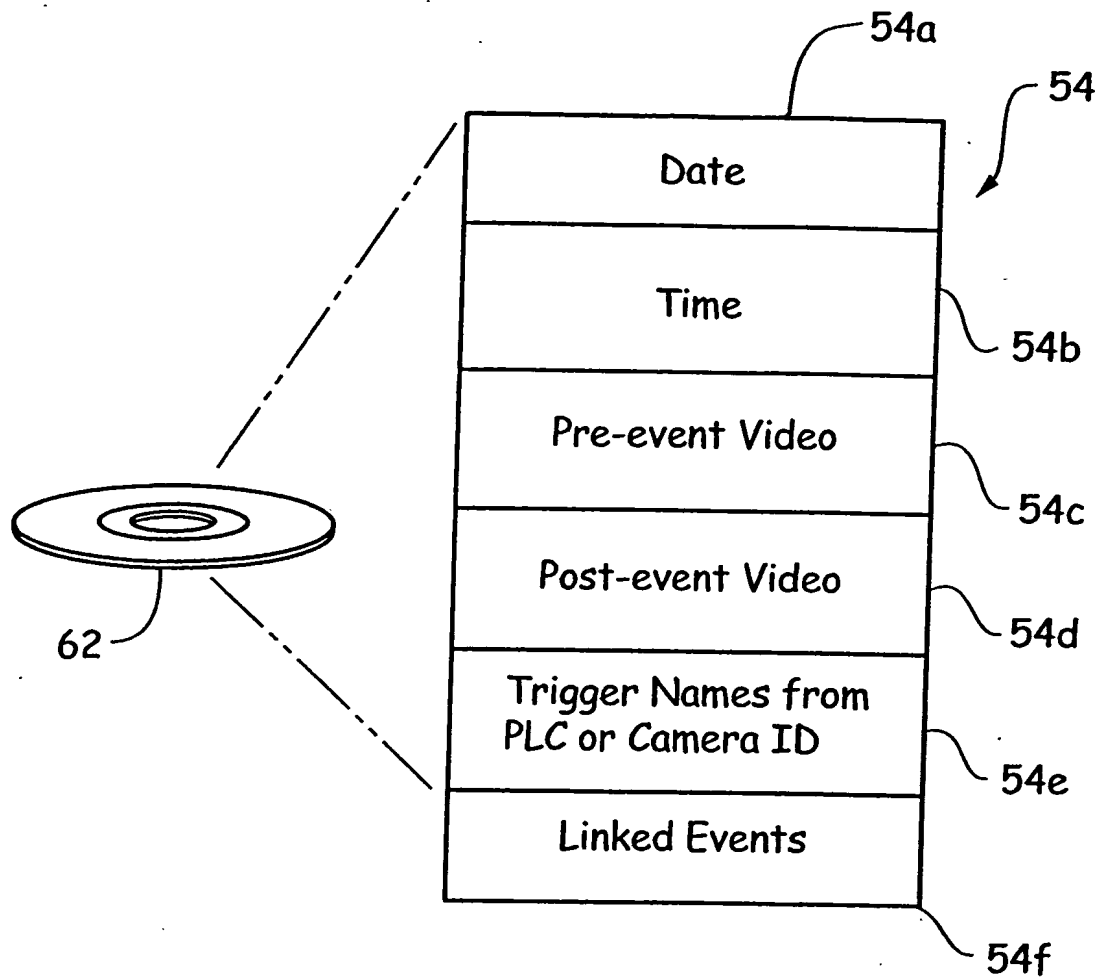


Fig. 5

*Fig. 6A*

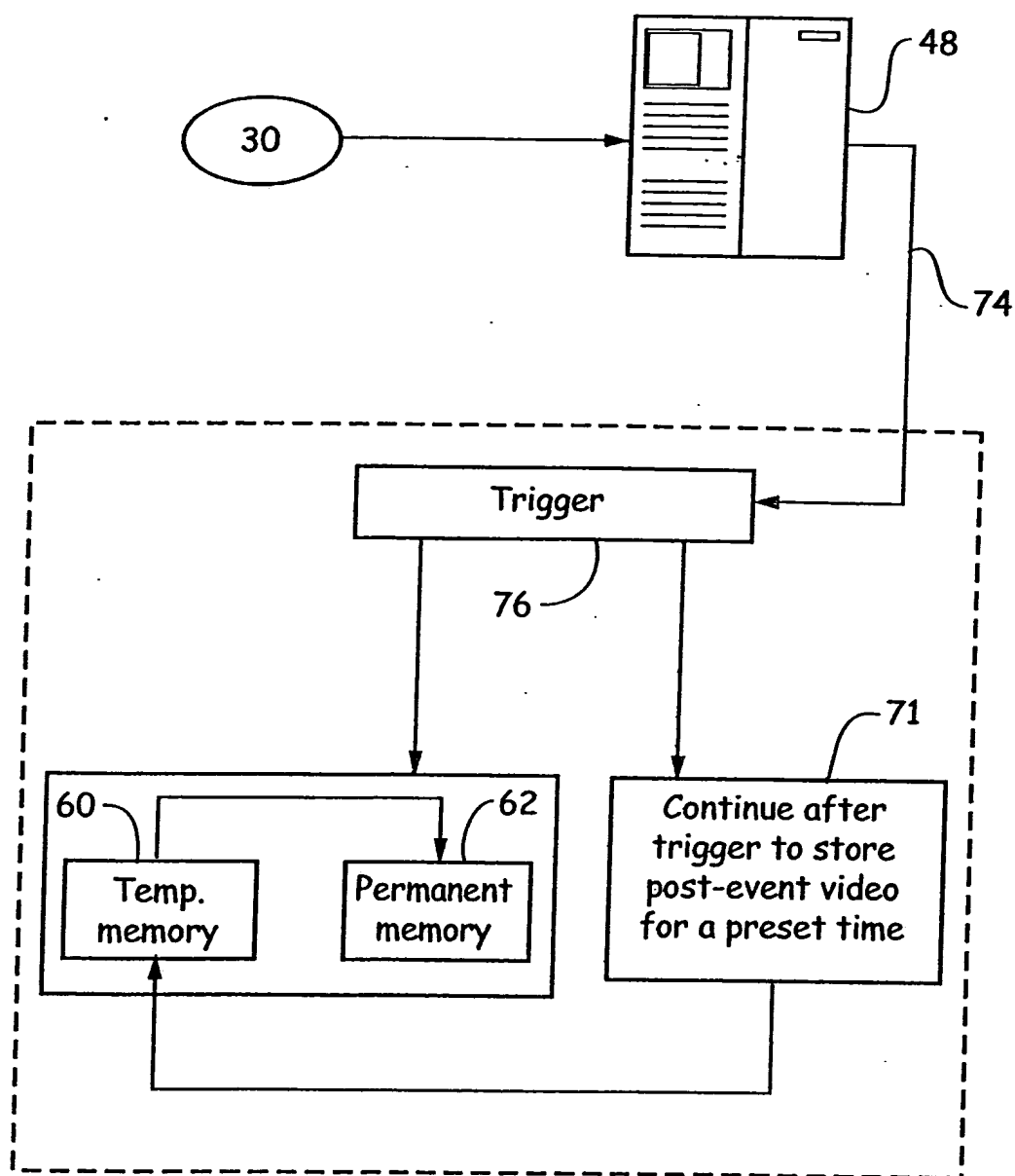


Fig. 6B

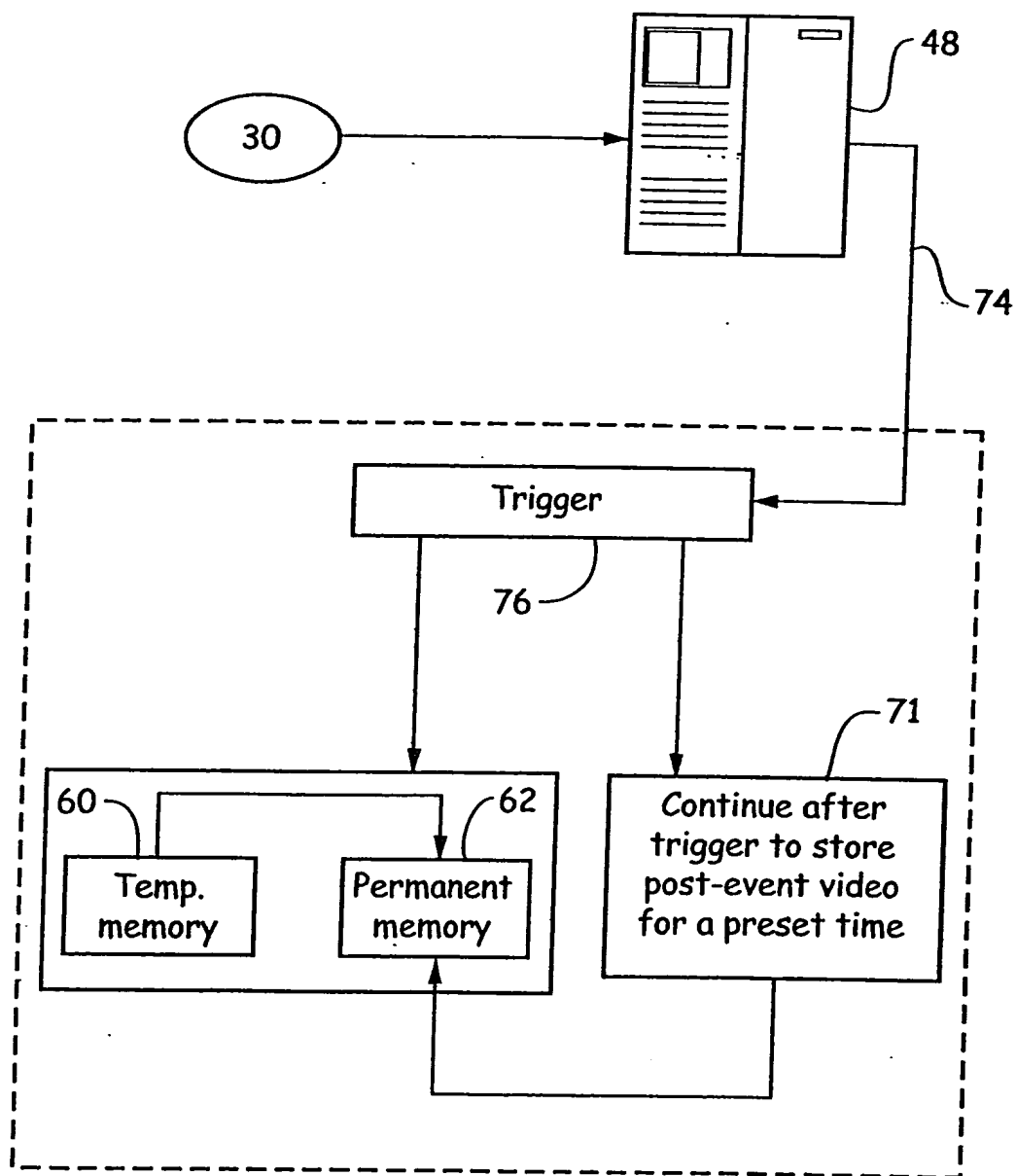
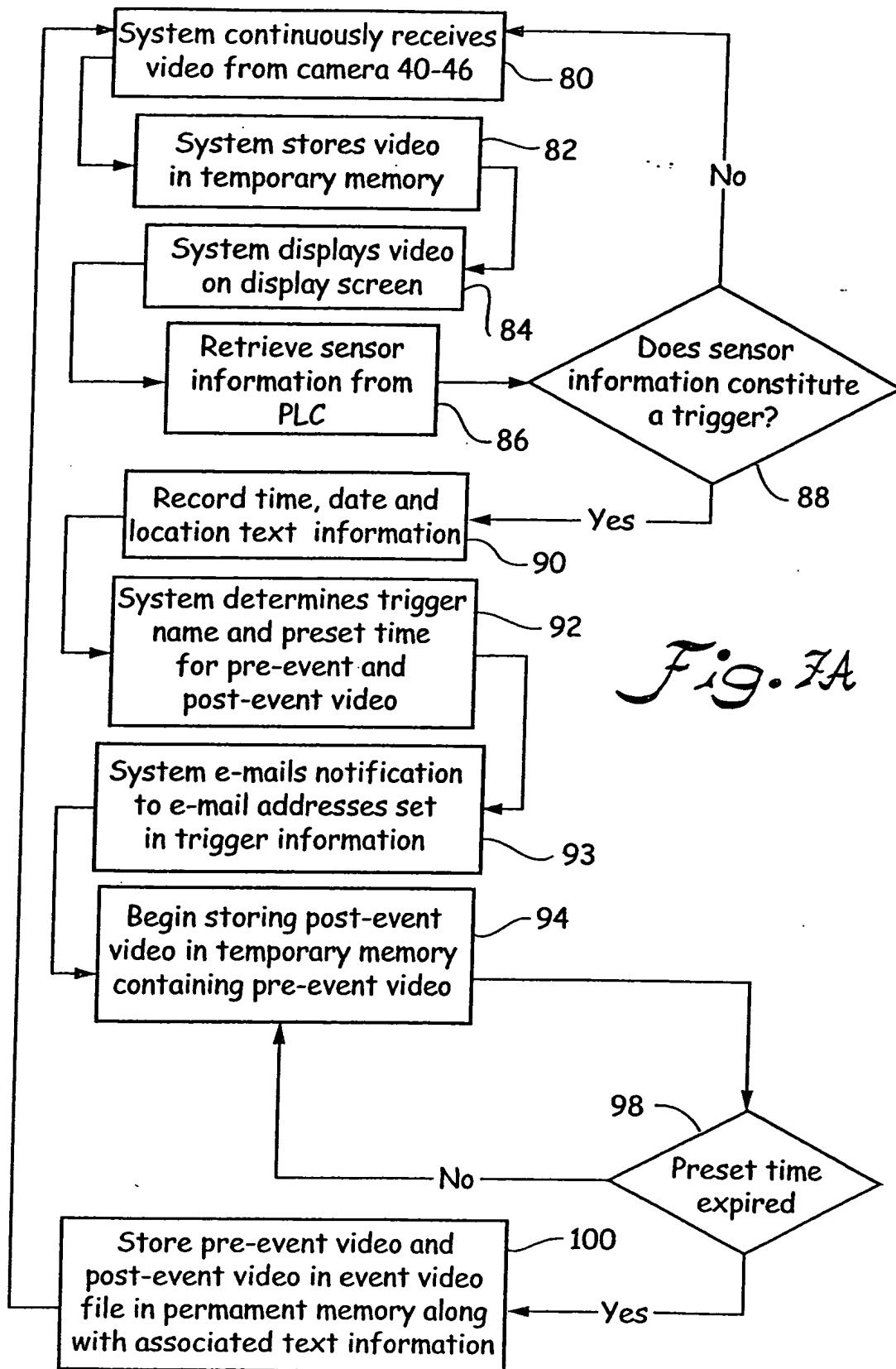
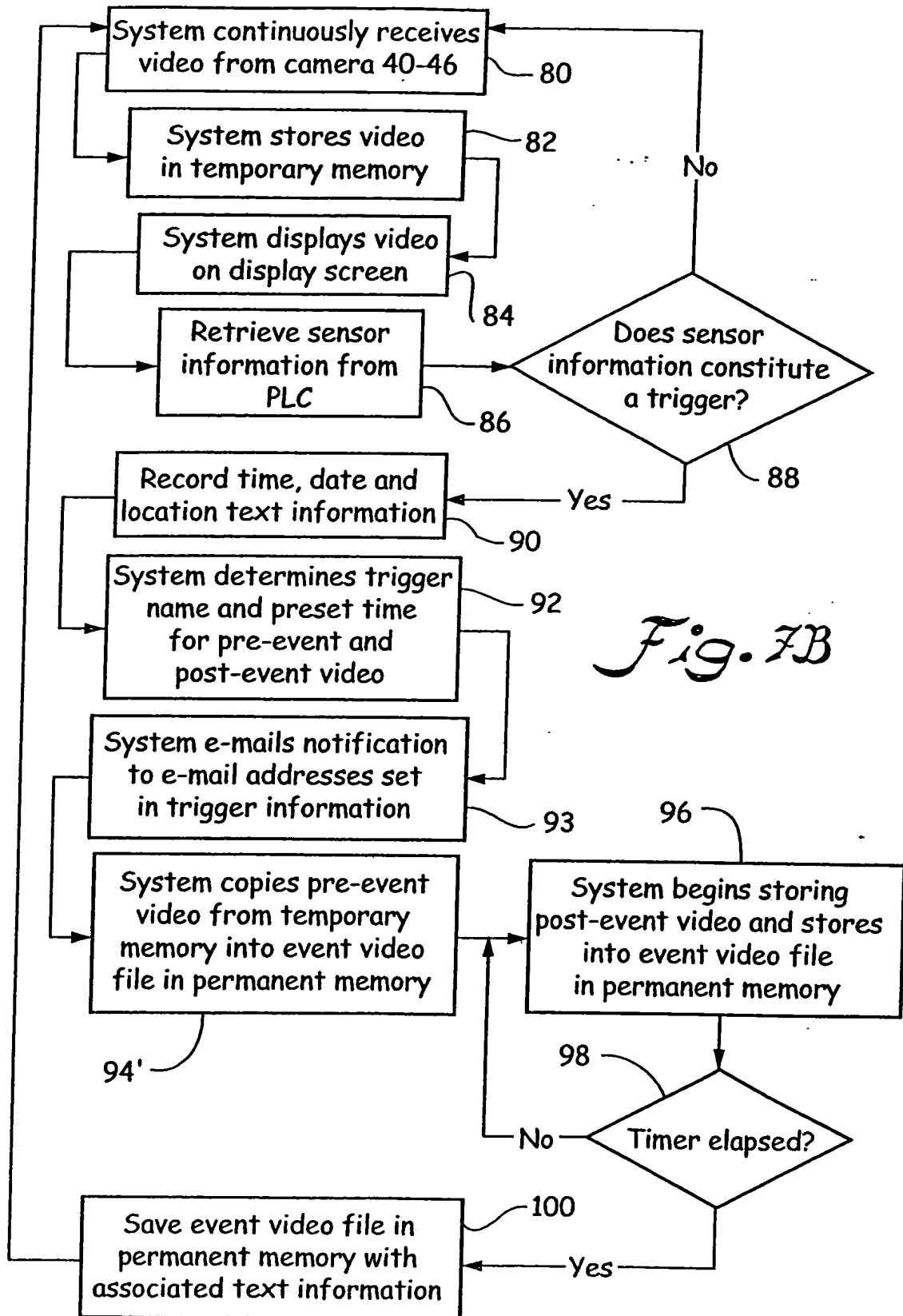
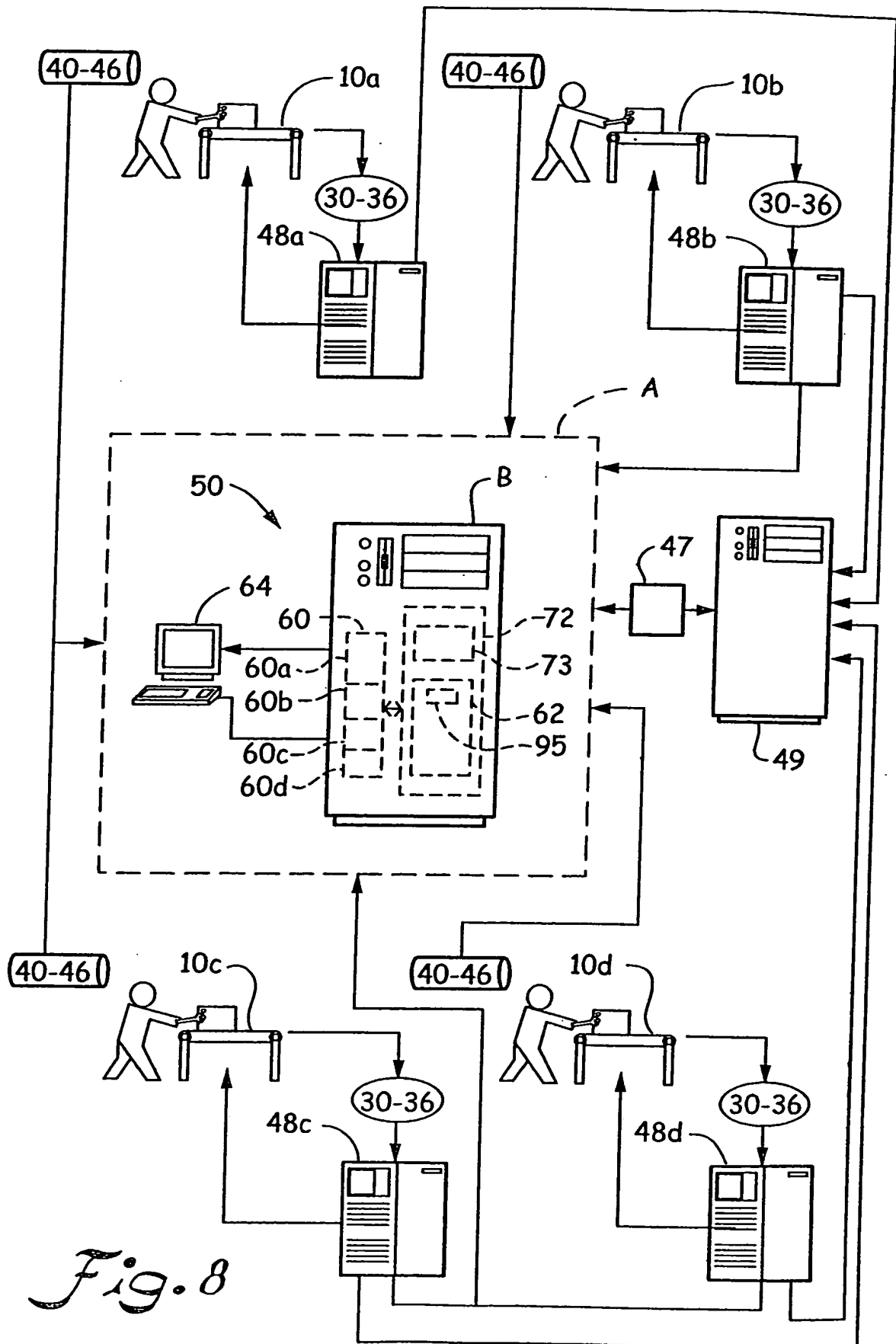


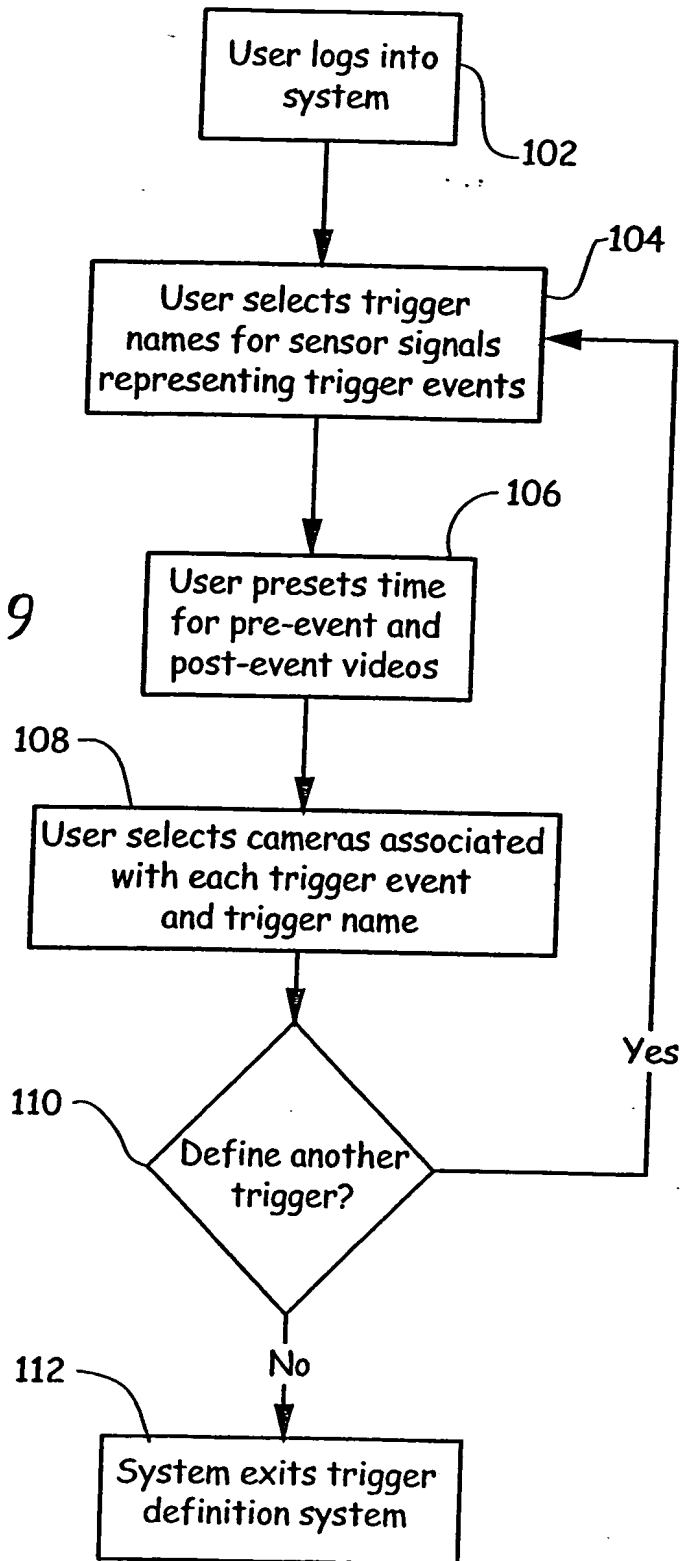
Fig. 6C









*Fig. 9*

☐ Calibration

☐ Channel Naming

☐ Discrete Naming

☐ Notification Settings

☐ Trigger Definitions

Add symbolic names to the event recorders discrete inputs

Physical Discretes	
Discrete	Symbolic Name
Sensor 30	Falling Bottle
Sensor 32	Case Jam
Sensor 34	Bottle Jam
Sensor 36	Elevated Bottle

Selected Discrete

Sensor 30

Symbolic Name

Falling Bottle

64a

Update

104c

On Screen Keyboard

OK

Apply

Cancel

Fig. 10

**Channel Settings**

☐ Calibration

☐ Channel Naming

☐ Discrete Naming

☐ Notification Settings

☐ Trigger Definitions

106f      Physical Channels

Channel	Symbolic Name	Pre-event time	Post-event time
Camera 40	Overhead Bottle Feed	30 seconds	30 seconds
Camera 42	Pickup Station	5 seconds	5 seconds
Camera 44	Case Indexer	5 seconds	5 seconds
Camera 46	Case Conveyor Before Packing	5 seconds	5 seconds

Selected Channel

Camera 40

Symbolic Name

Overhead

Pre-event Recording Time

30 seconds

Update

Post-event Recording Time

30 seconds

64a
106a
106b
106c
106d

On screen keyboard

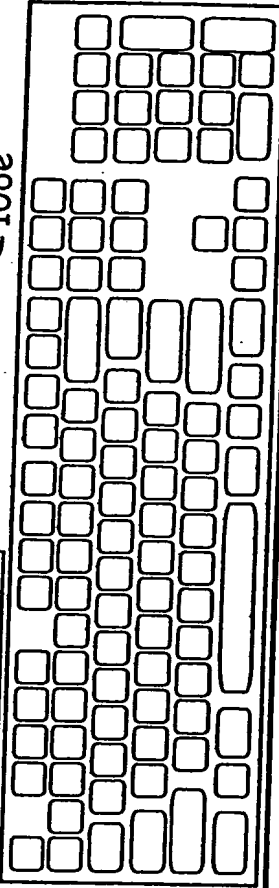


Fig. 11

☐ Calibration

☐ Channel Naming

☐ Discrete Naming

☐ Notification Settings

☐ Trigger Definitions

Channel Settings

Define the conditions that trigger the recording of video events.  
If the combination of discrete inputs matches the requested conditions,  
video for specified cameras is stored and selected users are notified.

Condition 1	Condition 2	Then record	Name
Falling Bottle	Falling Bottle	Overhead bottle feed	
Case jam	Case jam	Pickup station	
Bottle jam	Bottle jam	Case indexer	
Elevated Bottle	Elevated Bottle	Case conveyor before packing	

Define triggers

Falling Bottle	Overhead bottle feed
Case jam	Pickup station
Bottle jam	Case indexer
Elevated Bottle	Case conveyor before packing

Add

Replace

Delete

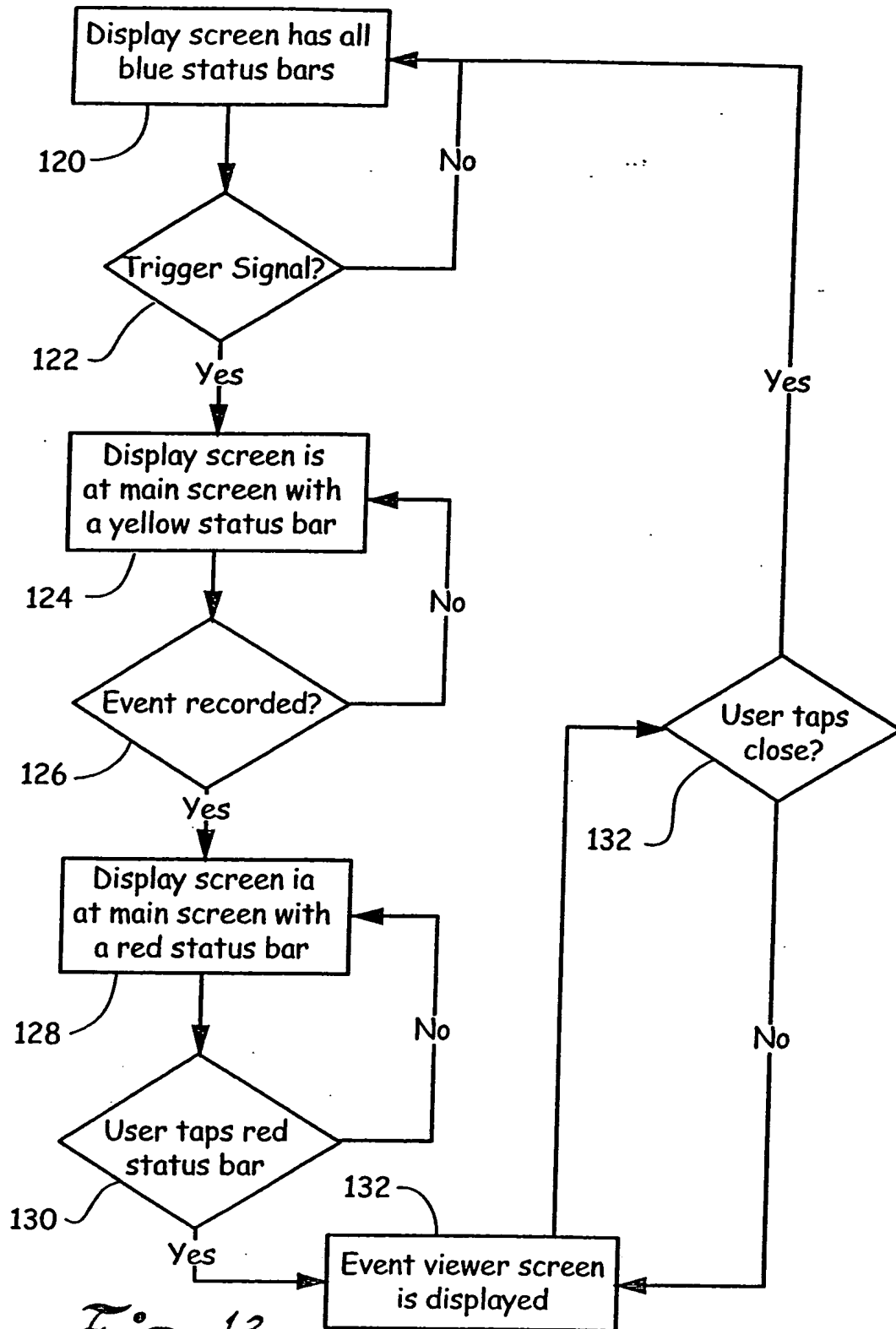
On screen keyboard

OK

Apply

Cancel

Fig. 12

*Fig. 13*





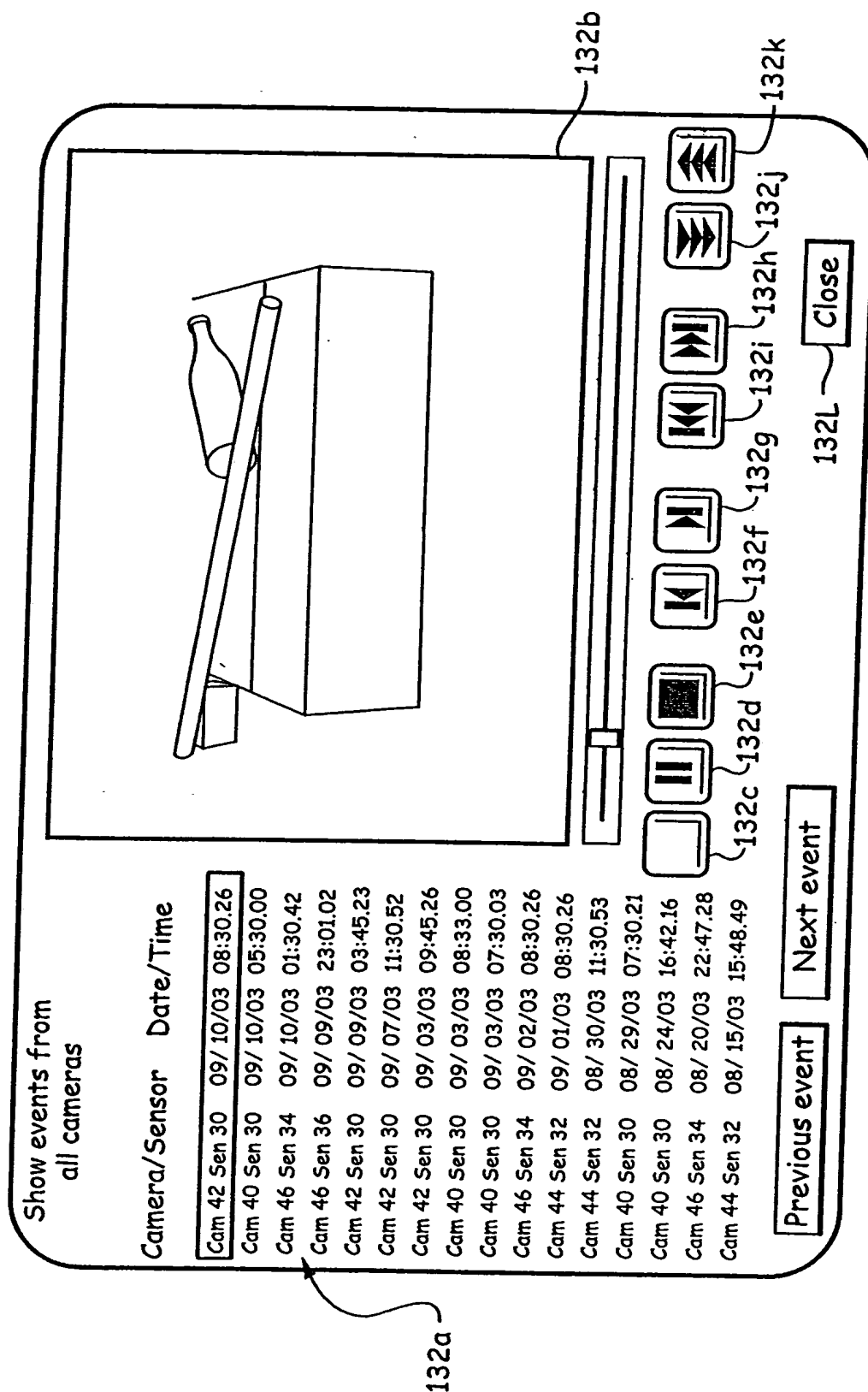


Fig. 15